ADAMANTINE DRAGONS

Peerless Defenders of Justice

Habitat: Planar (Bytopia), Urban; **Treasure:** Armaments

Adamantine dragons hail from the celestial plane of Bytopia, a twin world of pristine and enigmatic beauty. They pride themselves on being protectors of those who can't protect themselves, and will quickly intervene with any means necessary to thwart those who would see harm come to innocents. Using both their white hot flames and ability to influence other creature's perception of time, they fearlessly defend the multiverse against evildoers and their minions.

Adamantine dragons live in fortified locations that they construct alongside the creatures they have dedicated themselves to protecting. For a young dragon, this might mean taking up residence in a fortified keep that can act as the last line of defense against invasion from an outside force. For an ancient adamantine dragon, this could be a grand citadel, meticulously constructed over many years to act as a central bulwark for all people who occupy the lands surrounding it. They tend to hoard magical weapons, armor, and other implements of warfare so that they may outfit their allies with equipment to aid them in their defense against the dark forces of the world.

ADAMANTINE DRAGON WYRMLINGS

Adamantine dragon wyrmlings spend their earliest days learning about how to best defend themselves in combat, then are allowed to choose one magic item (typically a

weapon) from their parent's hoard before venturing into the world to rescue those in need and put evil-doers to the sword. Most wyrmlings start out by taking down bandit gangs and other relatively mundane threats to the innocent before graduating to tougher foes.

YOUNG ADAMANTINE DRAGON

Young adamantine dragons have gained plenty of experience dealing with the forces of evil and have learned the lessons of combat well. They often seek out strong allies to aid them in their never ending crusade against those that would see innocents come to harm.

ADULT ADAMANTINE DRAGON

Adult adamantine dragons often find themselves fulfilling the role of a master tactician or seasoned general in grand conflicts against villainous forces that demand their attention. While they are happy to take the lead when it comes to organizing their allies, they are also always the first to jump directly into battle, relishing the opportunity to cast down the wicked.

ANCIENT ADAMANTINE DRAGON

Ancient adamantine dragons are extremely rare. Many of their kind perish while executing a selfless act defending those who they swore to protect. A fortunate few live through countless battles to witness ages pass by. Such individuals are extremely powerful, and horrifically dangerous to those they oppose. Very few creatures in the multiverse can stand against the all-consuming tempest of an adamantine dragon's peak combat prowess coupled with a mind that has been sharpened to a perfect tactical edge. They are truly a boon like no other to the creatures they defend, and a promise of destruction to their enemies.

ADAMANTINE DRAGON LAIRS

Adamantine dragons make their homes in hallowed halls and grand keeps constructed by them and their allies.

The region containing an adult or ancient adamantine dragon's lair is altered by its presence, creating the following effects;

Bonded Guardianship. While in its lair, the dragon can cast *Warding Bond*, requiring no Material components, targeting up to 6 creatures that are within 1 mile of its lair. It does not need to make physical contact with these creatures or be able to see them. The spell functions as long as the creatures remain within 1 mile of the dragon's lair.

Hallowed Grounds. The area within 1 mile of the lair is under the effects of a *Hallow* spell, and dead bodies interred in the area can't be turned into undead. The creature type affected by the spell is chosen by the dragon each day at dawn.

If the dragon dies or moves its lair elsewhere, these effects end immediately.

ADAMANTINE DRAGON LAIRS

1d6	The Dragon Makes its Lair In…
1	A grand citadel constructed at the dragon's command by a group of creatures it has sworn to protect.
2	An ancient fortress of historical significance that the dragon has seen restored to its former glory.
3	A castle which has been meticulously carved into the face of a large mountain by the dragon.
4	A floating island fortress that once belonged to a cloud giant ruler.
5	The Astral Sea, occupying a stronghold constructed from the remains of a dead god.
6	A tremendous obsidian bastion with planar gateways to multiple areas on the Material Plane, which the dragon patrols for villainous activity.

Adamantine Dragon Wyrmling

Medium Dragon (Metallic), Neutral Good

AC 17 **Initiative** +4 (14)
Hit Points 85 (10d8 + 40)
Speed 30 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 20	+5	+5	**DEX** 14	+2	+4	**CON** 18	+4	+4
INT 14	+2	+2	**WIS** 16	+3	+5	**CHA** 14	+2	+2

Skills Medicine +5, Perception +5
Immunities Fire, Poison; Poisoned
Resistances Bludgeoning, Piercing, and Slashing from nonmagical Attacks.
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 15

Languages Celestial, Draconic
Challenge 4 (XP 1,100; PB +2)

Traits

Adamantine Scales. Any Critical Hit against the dragon becomes a normal hit.

Actions

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Attack Roll:* +7 to hit, reach 5 ft. *Hit:* 11 (1d10 + 5) Slashing damage plus 6 (1d10) Fire damage. This damage bypasses resistance to Fire but not immunity. If the target is an object, a normal hit with this attack becomes a Critical Hit.

Fire Breath (Recharge 5-6). *Dexterity Saving Throw*: DC 14, each creature in either a 15-foot Cone or 30-foot Line. *Failure*: 32 (5d12) Fire damage. *Success*: Half damage. This damage bypasses resistance to Fire but not immunity.

Slowing Breath (1/Day). *Wisdom Saving Throw*: DC 14, each creature in a 15-foot Cone. *Failure*: The creature is paralyzed for 1 minute. *Success*: The creature is slowed for 1 minute, imposing a −2 penalty to AC and Dexterity saving throws, and it can't take Reactions. A creature can make a save at the end of each of its turns to become slowed if they are paralyzed , or to end the effect on themselves if they are slowed.

Young Adamantine Dragon

Large Dragon (Metallic), Neutral Good

AC 18 **Initiative** +6 (16)
Hit Points 218 (19d10 + 114)
Speed 40 ft., Fly 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 24	+7	+7	**DEX** 14	+2	+6	**CON** 22	+6	+6
INT 16	+3	+3	**WIS** 20	+5	+9	**CHA** 16	+3	+3

Skills Intimidation +7, Medicine +9, Perception +9, Persuasion +7
Immunities Fire, Poison; Poisoned
Resistances Bludgeoning, Piercing, and Slashing from nonmagical Attacks.
Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 19
Languages Celestial, Common, Draconic
Challenge 11 (XP 7,200; PB +4)

Traits

Adamantine Scales. Any Critical Hit against the dragon becomes a normal hit.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of either of its breath weapons.

Rend. *Melee Attack Roll:* +11 to hit, reach 10 ft. *Hit:* 18 (2d10 + 7) Slashing damage plus 7 (1d12) Fire damage. This damage bypasses resistance to Fire but not immunity. If the target is an object, a normal hit with this attack becomes a Critical Hit.

Fire Breath (Recharge 5-6). *Dexterity Saving Throw*: DC 18, each creature in either a 30-foot Cone or 60-foot Line. *Failure*: 78 (12d12) Fire damage. *Success*: Half damage. This damage bypasses resistance to Fire but not immunity.

Slowing Breath (1/Day). *Wisdom Saving Throw*: DC 18, each creature in a 30-foot Cone. *Failure*: The creature is paralyzed for 1 minute. *Success*: The creature is slowed for 1 minute, imposing a −2 penalty to AC and Dexterity saving throws, and it can't take Reactions. A creature can make a save at the end of each of its turns to become slowed if they are paralyzed , or to end the effect on themselves if they are slowed.

Adult Adamantine Dragon

Huge Dragon (Metallic), Neutral Good

AC 19 **Initiative** +8 (18)
Hit Points 290 (20d12 + 160)
Speed 40 ft., Fly 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 28	+9	+9	**DEX** 14	+2	+8	**CON** 26	+8	+8
INT 16	+3	+3	**WIS** 24	+7	+13	**CHA** 17	+3	+3

Skills Intimidation +9, Medicine +13, Perception +13, Persuasion +9
Immunities Fire, Poison; Poisoned
Resistances Bludgeoning, Piercing, and Slashing from nonmagical Attacks.
Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 23
Languages Celestial, Common, Draconic
Challenge 18 (XP 20,000, or 22,000 in lair; PB +6)

Traits

Adamantine Scales. Any Critical Hit against the dragon becomes a normal hit.

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of (A) Spellcasting to cast *Dispel Magic* (B) Either of its breath weapons.

Rend. *Melee Attack Roll:* +15 to hit, reach 10 ft. *Hit:* 20 (2d10 + 9) Slashing damage plus 7 (1d12) Fire damage. This damage bypasses resistance to Fire but not immunity. If the target is an object, a normal hit with this attack becomes a Critical Hit.

Fire Breath (Recharge 5-6). *Dexterity Saving Throw*: DC 22, each creature in either a 60-foot Cone or 90-foot Line. *Failure*: 91 (14d12) Fire damage. *Success*: Half damage. This damage bypasses resistance to Fire but not immunity.

Spellcasting. The dragon innately casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 21):

• At will: *Detect Magic, Dispel Magic, Divine Smite, Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)

• 3/day each: *Banishment, Blink, Dispel Evil and Good, Mirror Image*

• 1/day each: *Dimension Door, Hallow*

Slowing Breath (1/Day). *Wisdom Saving Throw*: DC 22, each creature in a 60-foot Cone. *Failure*: The creature is paralyzed for 1 minute. *Success*: The creature is slowed for 1 minute, imposing a –2 penalty to AC and Dexterity saving throws, and it can't take Reactions. A creature can make a save at the end of each of its turns to become slowed if they are paralyzed , or to end the effect on themselves if they are slowed.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Fearsome Stomp. *Dexterity Saving Throw:* DC 22, all creatures within 15 feet of the dragon. Failure: The target is Prone and becomes Frightened of the dragon until the end of its next turn. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Protect. The dragon moves up to half its Speed, and it protects any number of creatures within 10 feet of it, giving them a +2 bonus to their AC as long as they remain within 10 feet of the dragon until the start of the dragon's next turn.

Retribution. The dragon makes a rend attack and casts *Divine Smite*.

Ancient Adamantine Dragon

Gargantuan Dragon (Metallic), Neutral Good

AC 22 **Initiative** +20 (30)
Hit Points 615 (30d20 + 300)
Speed 40 ft., Fly 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 30	+10	+10	**DEX** 14	+2	+10	**CON** 30	+10	+10
INT 18	+4	+4	**WIS** 29	+9	+17	**CHA** 22	+6	+6

Skills Intimidation +14, Medicine +17, Perception +17, Persuasion +14
Immunities Bludgeoning, Piercing, and Slashing from nonmagical Attacks, Fire, Poison; Poisoned
Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 27
Languages Celestial, Common, Draconic
Challenge 25 (XP 75,000, or 90,000 in lair; PB +8)

Traits

Adamantine Scales. Any Critical Hit against the dragon becomes a normal hit.

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of (A) Spellcasting to cast *Dispel Magic (*level 6 version) (B) Either of its breath weapons.

Rend. *Melee Attack Roll:* +15 to hit, reach 10 ft. *Hit:* 21 (2d10 + 10) Slashing damage plus 13 (2d12) Fire damage. This damage bypasses resistance to Fire but not immunity. If the target is an object, a normal hit with this attack becomes a Critical Hit.

Fire Breath (Recharge 5-6). *Dexterity Saving Throw*: DC 26, each creature in either a 90-foot Cone or 120-foot Line. *Failure*: 97 (15d12) Fire damage. *Success*: Half damage. This damage bypasses resistance to Fire but not immunity.

Spellcasting. The dragon innately casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 25):

• At will: *Detect Magic, Dispel Magic, Dispel Evil and Good, Divine Smite, Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)

• 3/day each: *Banishment, Blink, Mirror Image, Power Word Stun*

• 1/day each: *Dimension Door, Hallow, Reverse Gravity*

Slowing Breath (1/Day). *Wisdom Saving Throw*: DC 26, each creature in a 90-foot Cone. *Failure*: The creature is paralyzed for 1 minute. *Success*: The creature is slowed for 1 minute, imposing a −2 penalty to AC and Dexterity saving throws, and it can't take Reactions. A creature can make a save at the end of each of its turns to become slowed if they are paralyzed , or to end the effect on themselves if they are slowed.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Fearsome Stomp. *Dexterity Saving Throw:* DC 22, all creatures within 30 feet of the dragon. Failure: The target is Prone and becomes Frightened of the dragon until the end of its next turn. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Protect. The dragon moves up to half its Speed, and it protects any number of creatures within 10 feet of it, giving them a +3 bonus to their AC as long as they remain within 10 feet of the dragon until the start of the dragon's next turn.

Retribution. The dragon makes a rend attack and casts *Divine Smite* (level 5 version).

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